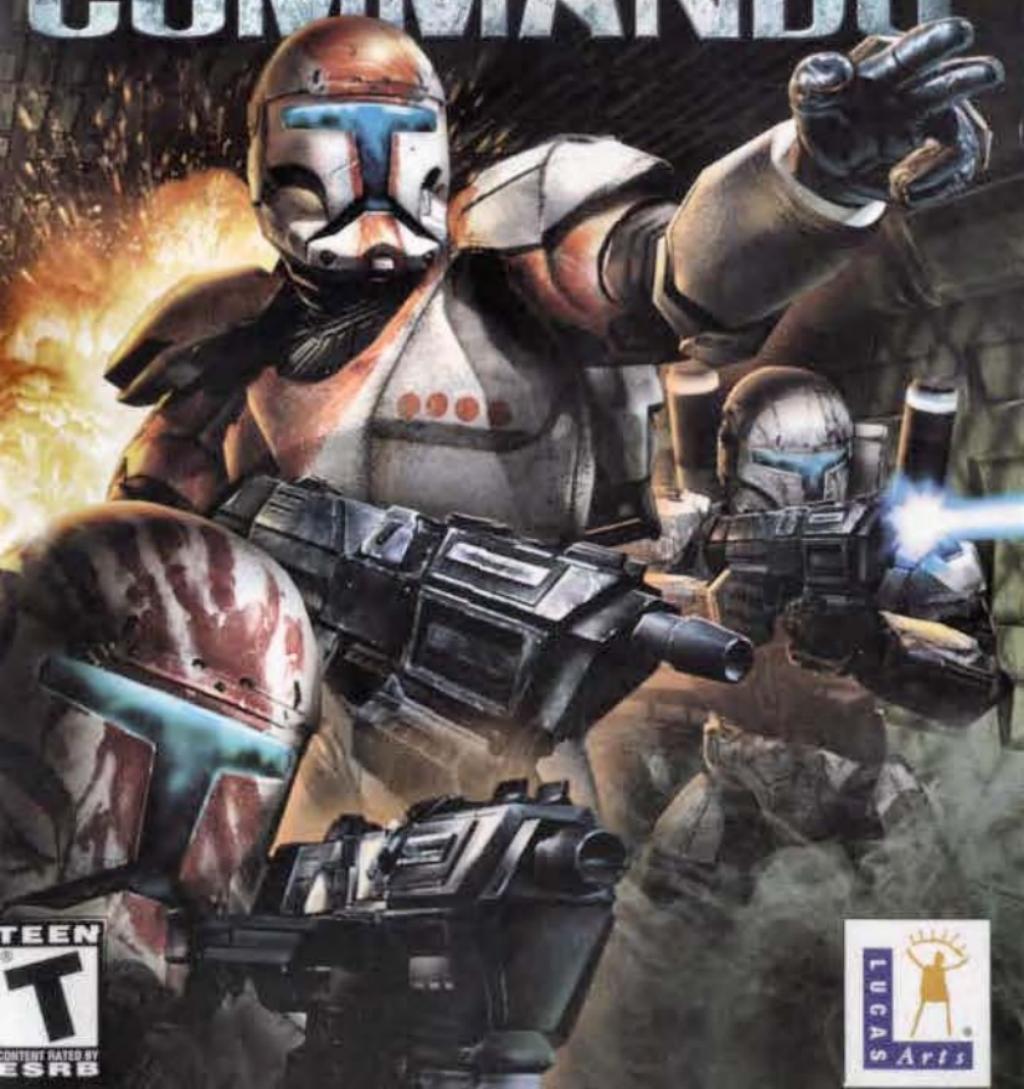




LIVE

ONLINE ENABLED

STAR WARS REPUBLIC COMMANDO™



TEEN
T
CONTENT RATED BY
ESRB





SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rearprojection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

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XBOX LIVE

TAKE STAR WARS REPUBLIC COMMANDO™ BEYOND THE BOX

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

DOWNLOADABLE STAR WARS REPUBLIC COMMANDO CONTENT

If you are an Xbox Live subscriber, you can download the very latest content (such as a new level) to your Xbox console.

CONNECTING

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

CONTROLS



SQUAD CONTROLS

L	LEFT THUMBSTICK	MOVE/STRAFE (CLICK TO Crouch)
R	RIGHT THUMBSTICK	AIM CAMERA (CLICK TO ZOOM)
A	A BUTTON	USE/ACTIVATE/PICKUP
X	X BUTTON	RELOAD
Y	Y BUTTON	JUMP
B	B BUTTON	MELEE ATTACK
L	LEFT TRIGGER	THROW DETONATOR
	WHITE BUTTON	CYCLE VISOR MODE
R	RIGHT TRIGGER	FIRE WEAPON
	BLACK BUTTON	CYCLE DETONATOR TYPES
	BACK BUTTON	SHOW OBJECTIVE TEXT / SHOW MULTIPLAYER SCORES
	START BUTTON	PAUSE

+	DIRECTIONAL PAD: SQUAD COMMANDS (WHILE HOLDING THE A BUTTON)
UP	SECURE AREA
DOWN	CANCEL MANEUVER
LEFT	SEARCH AND DESTROY
RIGHT	FORM UP

+	DIRECTIONAL PAD: SWITCH WEAPONS
UP	BLASTER RIFLE
DOWN	SECONDARY WEAPON
LEFT	ANTI-ARMOR ATTACHMENT
RIGHT	SNIPER ATTACHMENT

>>ENEMY PRESENCE DETECTED



SQUAD HOLD BACK AWAIT SIGNAL << 5

SQUAD ALERT

The hot, quick puffs of breath inside your helmet become indistinguishable from the distant thumps of the AT-TEs walking above on the surface. Minutes ago you were riding in a gunship amongst the chaos, fire and smoke blooming in the sky, blaster fire spraying up from Geonosis like fountains of colored light. For most of your clone brothers, the surface battle was the objective, but you are a clone commando. You are now in your element. The walls of the cavern tremble, and orange-red dust floats down from the ceiling, sprinkling the shoulder plates of your suit. You check the clip of your DC-17m modifiable blaster rifle, and give it a good slap to make sure it's set. The dull sound echoes and is followed by a faint chittering--an insect-like sound. You look back and signal your squadmates to hold back and let you remain on point. They're anxious to get into combat, but the tunnel ahead opens into a chamber, and you can't see what's there. You're not only the leader, but also the most skilled in close quarter confrontations. You step into the chamber as the insect sounds rise to a drowning chorus, and skeletal shapes loom out of the shadows...

>>RECEIVING TRANSMISSION



MAIN MENU

NEW GAME

Launch a new campaign against the Separatists.

LOAD GAME

Load the game from any previous saves.

CAMPAIGN MAP

Select this to see all completed missions and replay any of them if desired.

MULTIPLAYER

Select to access various multiplayer modes. For more information, see page 12.

OPTIONS

Game

Allows you to adjust look sensitivity, invert Y-axis, toggle subtitles, toggle vibration, toggle auto aim, adjust difficulty, toggle auto maneuvers.

HUD Options

Here you can toggle the helmet on or off, toggle prompt text, toggle tactical visor mode, and adjust tactical mode intensity (how bright the color shimmer is around squadmates).

Sound/Graphics Options

Here you can adjust various sound settings, as well as brightness of the graphics.

Controls

This option allows you to choose from several preset configurations, or complete customization of all buttons.

PROFILES

Create, delete or switch between different profiles.

<<PENETRATE OUTER DEFENSES>>

EXTRAS

View unlockable features and the Credits.

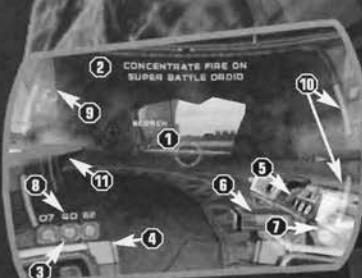
GAME SCREEN

1 TARGETING RETICLE: When the reticle is aimed at a friendly, it will turn green, and when aimed at an enemy it will turn red. When aimed at an object that can be interacted with, it will change into a context symbol.

2 MESSAGE: Pops up giving instructions for how to perform actions or objectives.

3 SHIELD: Your personal shield absorbs damage and recharges over time.

4 HEALTH: If you take damage while the shield is depleted, your health will decrease, and change from green to red. Health can be replenished by using Bacta stations (see page 10).



>>ACCESS MAIN ELEVATOR

5 TOTAL AMMO IN WEAPON: The number displayed on the weapon indicates your total ammo for that weapon.

6 AMMO IN CLIP: The colored light bar depletes as you use ammo, to give a quick-glance reference to ammo remaining in the current clip.

7 DETONATOR: The symbol indicates what type of detonator you have equipped, and the number above it is how many you have left.

8 SQUAD ICONS: These icons represent the status of each squadmate. The number on top designates their clone identification number. The colored circle indicates their health state: Green for healthy, yellow or orange for damaged, and red for incapacitated. A small arrow rotates around the colored circle, indicating what direction each squad member is in relation to you. The border around the icon will highlight if you point your reticle at a squadmate to help you keep track of where each member is. The corners of the icon will flash whenever a member is talking. The icon also displays a symbol depending on the action a squad member is performing, such as a Maneuver or healing.

9 TACTICAL MODE INDICATOR: This rotating icon indicates that Tactical Visor Mode is active.

10 TACTICAL COLOR INDICATORS: When you aim at a squad member these bars change to his color to give a quick reference for who you are looking at.

11 SQUAD POSITION INDICATORS: If a squad member is not visible to you, these indicators appear to show if they are located to your left or right.



PAUSE SCREEN

Press START to pause. Here you have the following options:

RESUME GAME: Exit pause mode.

RESTART LEVEL: Start the current level from the beginning.

SECURE THE AREA <<

SAVE GAME: Save the game to a slot. Multiple saves can be created.

LOAD GAME: Load any type of saved game.

OPTIONS: Access all options available from the main menu.

END MISSION: End the mission and return to the main menu.

SQUAD COMMANDS

The key to a clone commando's success is tight squad coordination. Although you are the leader of Delta Squad, your squadmates are quite capable of maintaining formation and executing tactics on their own. With a few well-placed commands, however, you can maximize Delta Squad's effectiveness.

MANEUVERS

[A Button]

Certain positions are marked with clone commando holograms. If you point at one of these markers and press the A button, the appropriate member(s) will take up position there and perform a special task. For example, you may need Scorch to set up demolitions on a target, or the entire squad to perform a door breach maneuver.

Text will appear at the top of the screen explaining what action will be performed at the marker. When a member is performing an action, his squad icon will change to represent the action, and a timer will appear above the icon if the action requires time to perform.

NOTE: You can activate most maneuvers yourself by standing near the object, pointing at it and holding down the A button. However, it's generally safer and more efficient to command your squadmates to accomplish the same task.



MARKER HOLOGRAM

>>GAIN ACCESS AND ADVANCE

ENGAGE TARGET [A Button]

When aiming at an enemy, press the A button to tell all squad members to concentrate fire on that target. Once a target is engaged, its remaining health will display. The enemy will also show up as a red "ghost" image through solid objects, so you can track their movements even behind cover.

SEARCH AND DESTROY [Hold the A button, then press left on the directional pad]

Command the squad to move aggressively toward objectives, attacking all enemies along the way. The squad members will stop and wait if they get too far ahead of you. If you activate a maneuver, one or more of the squad members will follow that newly issued command while the rest will stay in Search and Destroy mode. This behavior is also the default if you have not given previous commands.

FORM-UP [Hold the A button, then press right on the directional pad]

Command all squad members who have not been assigned to a marker to immediately come to you and form-up behind you. They will follow with you on point until given further orders.

SECURE AREA [Hold the A button, then press up on the directional pad]

Command the squad to move/fight to where your reticle is aimed. A circular symbol appears near the desired area. The squad will stay in that area until you issue another command.

CANCEL MANEUVERS [Hold the A button, then press down on the directional pad]

Cancels all assigned maneuvers, making squad available for other commands. NOTE: The squad will automatically leave Maneuver positions without your order if that Maneuver is no longer needed for the situation.

TO THE NEXT SECTOR<<

SQUAD AND PLAYER HEALTH

You and your squad are not dead until the entire group is downed. You may revive your downed squadmates by standing near them and pointing at them while holding down the A button. Aiming at a downed squadmate and tapping the A button from afar orders squad members to revive each other.

If you are incapacitated yourself, you will have menu options to order them to come revive you as well. If not in combat they will come to your aid automatically. They are your second chance at success, so keep them healthy at all costs.

Find a nearby bacta dispenser and step close and hold down the A button to recharge your health or order a squadmate to do the same while standing at a distance and tapping the USE key as you would with other Maneuvers.

NOTE: Squad members do many things on their own. They will not only revive each other automatically if not engaged in combat, they will also seek out bacta stations and recharge their health! Watch their squad icons to see what they are up to.

VISOR MODES

Each commando is outfitted with a visor that aids in assessing combat situations and seeing in low light situations. Press the white button to cycle between visor modes.

TACTICAL VISOR MODE

This mode is active by default. A colored shimmer surrounds squad members and the name of each member is displayed to make each quickly distinguishable. Squad position indicators show where your members are off screen. A white shimmer surrounds items that can be picked up, and when the reticle is pointed at them a bracket appears to draw your attention.



>>ENGAGE ATTACK MANEUVER

**LOW LIGHT MODE**

Switching to low light mode can help you see in darker areas, however tactical visor elements are deactivated.

SAVING

The game creates auto-saves whenever you reach certain areas within a level. You can also save the game at any time by

going to the pause screen and selecting Save Game. Then press the Y button to create a new save, press the X button to delete a game, and press the A button to overwrite an existing save. It is recommended that you have 160 blocks on the hard disk free in order to have two saved games. Each additional save requires 62 blocks.

MULTIPLAYER GAME TYPES

There are four game types available when playing Multiplayer:

**FLAG**

DEATHMATCH: There are no teams, and the object is to get as many kills as possible during the time limit. Also, if there is a kill limit, the first to reach it wins.

TEAM DEATHMATCH: The team with the most kills at the end of the time limit wins. Also, if there is a kill limit, the first team to reach it wins.

CAPTURE THE FLAG: The object is to grab the flag from the opposing team's

base and return it to your team's base. For a capture to count, your team's flag must be in your base. If a team's flag is dropped on the ground, a member of that

<<SEARCH AND DESTROY>>

**BASE**

team can touch it to instantly send it back to their base. Otherwise it will automatically return to the base after a short period of time if an opposing member does not pick it up. Each capture scores a point. The team with the most points at the end of the time limit, or the team that reaches the kill limit first, wins. This mode requires at least two players before the match can begin.

ASSAULT: Each round consists of one team attacking while the other defends, and then the defenders get a chance to attack. The attackers begin with a flag in their base in their objective is to bring this flag into the opponent's base, which scores two points. The defenders must prevent the attackers from bringing the flag inside their base. If the flag is dropped, it automatically returns to the attackers base after a short period of time. If the defenders managed to prevent the attackers from burning the flag into their base for the entire time limit, they score one point. Both teams get to attack in a round, with the winner determined after all rounds are completed. This mode requires at least two players before the match can begin.

MULTIPLAYER MENU

There are several options available when selecting Multiplayer from the Main Menu.

SYSTEM LINK

When selecting System Link from the multiplayer menu, you are first presented with a list of System Link and games.

SERVER LIST: Displays the available servers. Select one and press the A button to join the game. You can then choose



>>PENETRATE INNER COMPOUND

to spectate, choose a team, or allow the game to auto select a team for you.

Hosting a Game

Press the X button to host your own game and customize the following settings:

Game Type: Choose from the four game types.

Select Maps: All maps are selected by default. This means that after each match is completed, the next map in a list will be played. Maps can be removed from the Selected list, in which case they will show up in the Available list.

Options: Press the X button on the Select Maps screen to access the Options, which allow you to adjust various settings depending on the game type:

Time Limit: Set the time length of the match.

Score Limit: The first player or team to reach this score automatically wins.

Maximum Players: Limit the number of players that can enter the game.

Game Speed: The speed of the action can be sped up or slowed down.

Respawn Delay: How long a player must wait to respawn after being killed.

Dedicated Server: Toggle this on to run in dedicated server mode. The maximum number of players is increased when running a dedicated server, although the host cannot play at the same time.

Friendly Fire: In team games, friendly fire can be set to no damage, or a percentage of normal damage.

Auto-balance Teams: Turning this on forces players to join the team with fewer numbers.

Rounds Per Map (Assault Only): Set the number of rounds in an Assault match.

Time Per Round (Assault Only): Set the time limit that the attacking team has to bring their flag into the opponents' base.

SQUAD FIRE AT WILL<<

Xbox Live

This option allows you to play with other players over the Internet. You must first choose an account if your account is not set to auto sign in. You can also choose to create a new account here if you do not have one. Once you are signed in you are presented with the following options:

Quick Match

Selecting this automatically connects you to a server with the best ping (connection speed) regardless of game settings.

Optimatch

This option allows you to search for games based on your preferences for settings. First choose a game type, and then you are presented with the following options:

Min Players: Only show games that already have the number of players you specify.

Max Players: Only show games that do not have more players than the number you specify.

Only Dedicated: Only show games that are run on dedicated servers, allowing more maximum players.

Allow Friendly Fire: Only show games that either have friendly fire turned on or off.

Once you have chosen the specifications for games, a server list (the same as with System Link) appears. If no games are found that meet the criteria you have set, then you are offered to create your own match, which also follows the same procedure for hosting a game in System Link.

Recent Players

Selecting this option displays a list of players you have played with recently. Select a player and press the A button to access the following options:

>>GAIN ACCESS TO NEXT SECTOR

Send Friend Request: Sends a request to the player to join your Friends List.

Mute: Permanently mutes the voice of the player, until you turn the mute off.

Send Feedback: Here you can send various positive or negative feedback about a player.

Friends List

This option displays the status of your current friends, players you've invited to be on your list, and players who have invited you to be on their list.

Settings

This option allows you to set players' voices to come through your TV speakers or the Xbox Communicator, and allows you to appear offline if you do not wish to be disturbed while playing.

Content Download

This option takes you to an external site and shows any available new content for download. The content will require additional blocks of space on the hard disk.

Sign Out

Select this to sign out of Xbox Live.

<<PREPARE TO INFILTRATE>>

SPLITSCREEN

This mode allows up to four players to play together in splitscreen mode. While the controller in port 1 is always active, each additional controller must be activated by toggling "Disabled" to "Playing" by moving either thumbstick. Once all players are ready, the game type and maps are selected in the same manner as System Link.

CUSTOMIZE

Select this to customize the look of your character in all multiplayer games. You can customize one look for a Commando, and one look for a Trandoshan. When joining multiplayer games one of the two looks will be used depending on the team you join. To save a look, click on Apply.

PROFILES

Select this to access all saved profiles.

>>DISABLE JAMMING DEVICE

MULTIPLAYER PAUSE SCREEN



RETURN TO GAME: Unpause.

ENTER SPECTATOR: Turns you into a "ghost," allowing you to fly around the arena and observe the game. However, in a Deathmatch game, a kill will be subtracted from your score when you return.

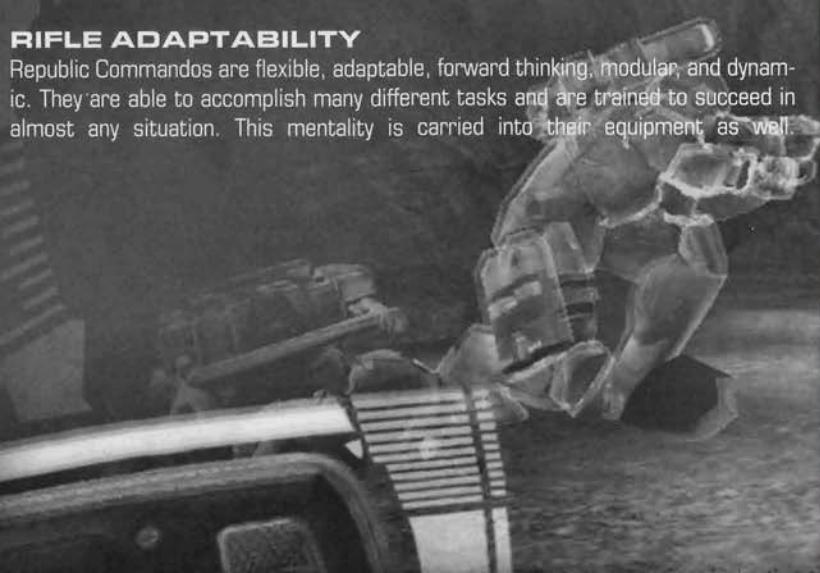
OPTIONS: Access various game options.

WEAPONS

The standard issue weaponry for all Republic Commandos is the DC-17m Modifiable Blaster Rifle. The rifle is a special model based on one of the finest mass-produced weapons in the civilized sectors of the galaxy, the DC-15 clone trooper rifle. The Republic took core elements of the DC-15 and adapted it to allow for in-combat adaptability.

RIFLE ADAPTABILITY

Republic Commandos are flexible, adaptable, forward thinking, modular, and dynamic. They are able to accomplish many different tasks and are trained to succeed in almost any situation. This mentality is carried into their equipment as well.



ADVANCE TO CORESHIP <<

Weapons are no different. Just as the Commando himself must be able to adapt quickly, so must his weapon. Rather than equipping him with multiple pieces of bulky hardware, his standard issue weapon has been modified and updated to allow a number of attachments.

ATTACHMENTS

DC-17m Modifiable Blaster Rifle

The standard issue rifle-class weapon for the Commando division of the Republic Army is as versatile as it is powerful; this weapon provides the edge the Commandos need to overcome their enemies.

**Sniper Attachment**

This attachment, complete with scope, will turn the DC-17m into a long-range stealth weapon. Zooming into the target and firing will take out most targets in one shot. The projectiles for this mode are primarily energy-based, but they also have a metallic core for each bullet which provides an almost instantaneous travel time in a straight line. This attachment allows for long range combat, but is slow to fire and carries a limited clip for the metal cores, so occasional reloads are necessary.

**Anti-Armor Attachment**

This single shot attachment uses a dumb-fire warhead that is intended for use against armored units. Each shot expends the attachment and another must be added. A Commando can only carry a very limited quantity of these due to their size. They can be used on infantry, but are less effective in that situation.



>>DEFENSES-- STAY TOGETHER

DETONATORS**Thermal Detonator**

Standard thrown explosive. Once thrown, the detonator will explode after a small amount of time. There is also a chance that it will explode on contact. Concussive area effect.

EC Detonator

The skill mechanic for the EC (Electro-static charge) detonator is the same as the Thermal, but the ECD shock that is expended produces an area effect that affects all electronic entities in the area. Highly effective against droids.

Sonic Detonator

The Geonosians developed this biotech detonator. It can stick to surfaces. It is triggered on proximity once deployed. It has a fairly large area effect. Sonics do have a limited life span, however, and will explode after a small amount of time if not triggered.

Flashbug Detonator

These detonators blind biological enemies and stun them so the squad can finish the job.

MELEE ATTACK

All Commandos have an extending blade attached to one forearm of the suit. Press the E key to perform a quick stab with the blade. While you must be extremely close, it usually results in instant death for the target. Secondary weapons can also be used as a melee "club."

<<DESTROY SUPPLY CACHE>>

SECONDARY WEAPONS

In addition to the DC-17m Secondary Weapons can be found on the field. You may only carry one Secondary Weapon at a time. Picking up a new one replaces the last. Run over a weapon of the same type you are already carrying to replenish ammo. Here are just a few of the weapons you may find:

DC-15s Side Arm Blaster

The BlasTech DC-15s Side Arm Blaster is the Republic Commando's standard issue secondary side arm weapon. Used for close quarter combat situations or when conserving ammo, the Self-Charging Dynamic Energy Cell keeps the DC-15s constantly recharged at a slow but steady rate. You carry this weapon at all times.

**Accelerated Charged Particle Repeater Gun**

Specially manufactured by Arakyd Industries, the ACP Repeater Gun is the standard weapon of the Trandoshan Mercenary group. Used for medium to short distance engagements, it can cut through personal shields, but is not especially effective against droids.

**Wookiee Bowcaster**

The Bowcaster is the standard weapon of the Wookiee militia. Wookiee crafters individually manufacture each Bowcaster and no two Bowcasters are exactly alike. However, ammunition clips are all uniform and interchangeable between different Bowcasters. A scope on the Bowcaster allows it to be a sniper gun that features a disintegrating, energy-sheathed, physical bolt that can impale targets at great distances. Three rounds are necessary to enable this impaler bolt.



THE FACTIONS



GEONOSIANS

The Geonosians have an intricate colonial hive and a caste-based social system. The Warrior and Elite caste members protect the hive from intruders and will swarm and kill anything that comes into their lair. They rule with savage authority while the rest of the masses labor in immense industrial operations. Known throughout the galaxy for their grim excellence in design and production, the Geonosians manufacture battle droids and related units.



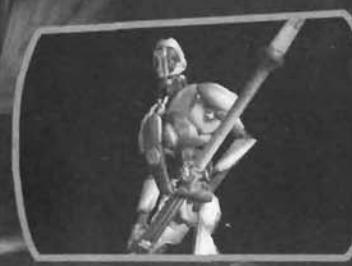
TRANDOSHANS

The Trandoshans are a reptilian, warlike species that have a practice of enslaving Wookiees. They value the act of hunting and incorporate hunting rituals into almost every aspect of their lives. There are several classes of Trandoshans that typically raid Kashyyyk, for slaving and pirate raids on space vessels.



THE TRADE FEDERATION

The Trade Federation is the lynchpin organization of the Separatist Movement. Their wealthy war chests allow them to build endless armies of battle droids. With the help of the Geonosian industrial machine, the Trade Federation supplies the Separatists with battle droids, super battle droids, droidekas, advanced dwarf spider droids, and the dread Grievous' MagnaGuards.



>>LOCATE AND REVIVE

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Star Wars music composed by John Williams.

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Tamerlane Music Publishing Corp.

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Delta 62

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Touhy

Jonny "Dumpruck"

Rice

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Orion "Mr. Salty"

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Romero

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QA Supervisor
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 Nivedita

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The Gapinski's

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